

# 동영상 스트리밍 서버 구현기

개발 과정 및 향후 개선 방향

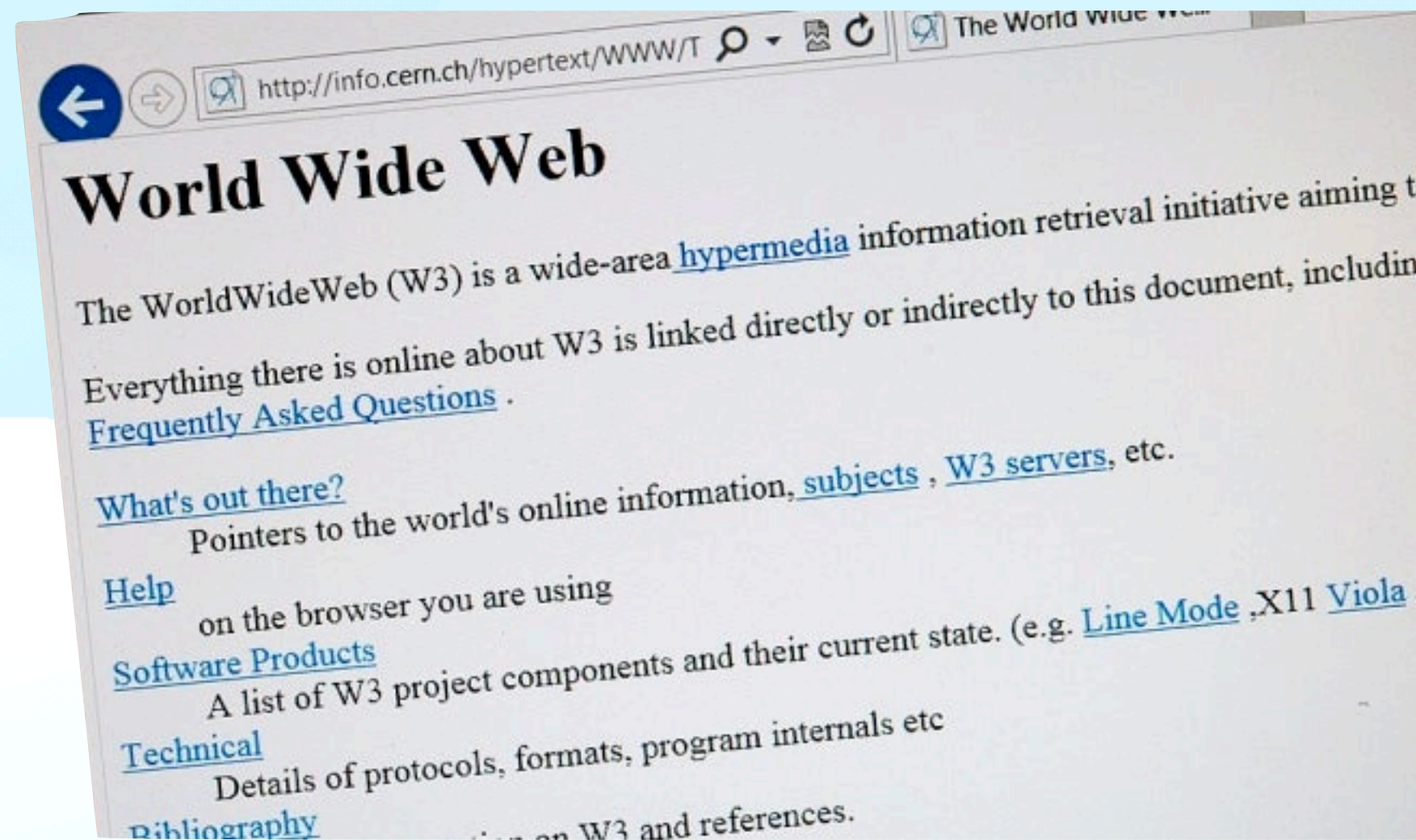
20180237 김온지

# 스트리밍 기초 개념



# 스트리밍의 등장

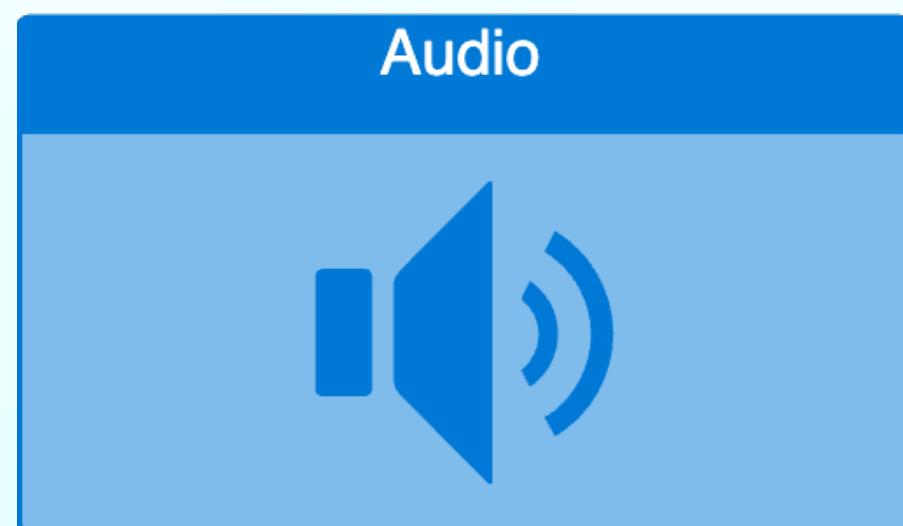
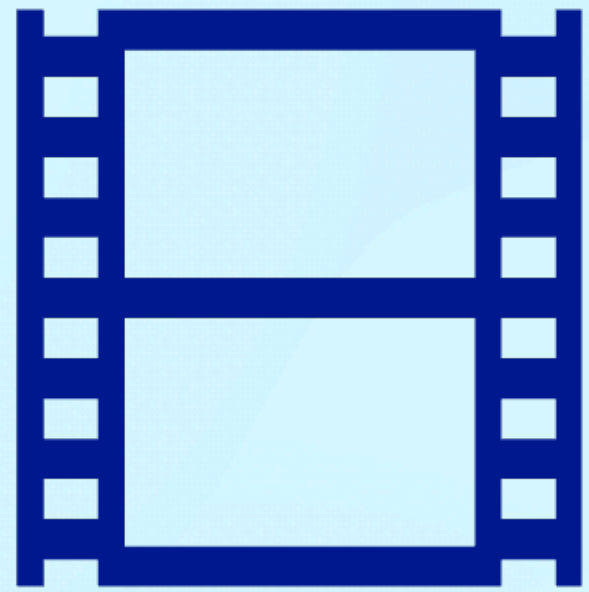
## 초기의 웹사이트





# 스트리밍의 등장

오늘날 웹 리소스



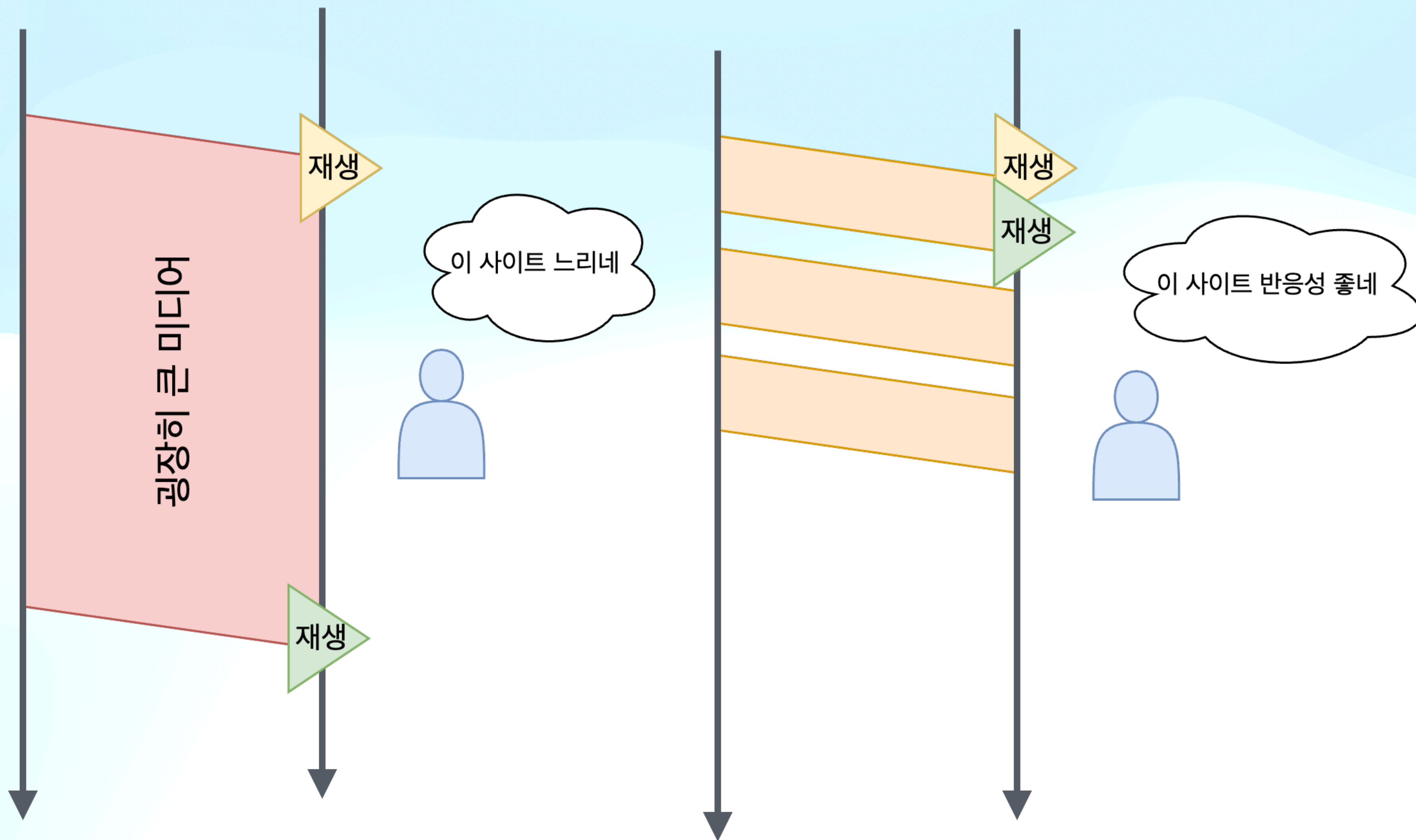
- html 파일과 비교가 안되는 큰 용량
- 실시간으로 변하는 데이터
- 다운로드를 통한 리소스 이용의 불편함



desktop

# 스트리밍의 등장

## 다운로드와 스트리밍의 차이점





# TCP? UDP?

상황에 맞게 둘다 사용

Wi-Fi: en0

ip.dst==172.30.106.140

No.	Time	Source	Destination	Protocol	Length	Info
6644	11.611294	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6645	11.611295	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6646	11.611296	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6647	11.611297	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6648	11.611297	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6649	11.611298	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6650	11.611299	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6651	11.611300	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6652	11.611300	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6653	11.611301	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6654	11.611301	172.217.27.22	172.30.106.140	UDP	1292	443 → 49217 Len=1250
6655	11.611302	172.217.27.22	172.30.106.140	UDP	316	443 → 49217 Len=274
6660	11.633218	172.217.27.22	172.30.106.140	UDP	68	443 → 49217 Len=26
6663	12.011456	142.250.66.110	172.30.106.140	UDP	74	443 → 56462 Len=32
6664	12.021891	142.250.66.110	172.30.106.140	UDP	68	443 → 56462 Len=26
6666	12.029338	142.250.66.110	172.30.106.140	UDP	127	443 → 56462 Len=85
6667	12.029599	142.250.66.110	172.30.106.140	UDP	65	443 → 56462 Len=23
6670	12.084590	142.250.66.110	172.30.106.140	UDP	68	443 → 56462 Len=26
6673	12.813127	142.250.199.78	172.30.106.140	UDP	69	443 → 50547 Len=27
6674	12.838598	142.250.199.78	172.30.106.140	UDP	66	443 → 50547 Len=24
6676	12.869754	142.250.199.78	172.30.106.140	UDP	431	443 → 50547 Len=389
6677	12.869783	142.250.199.78	172.30.106.140	UDP	76	443 → 50547 Len=34
6678	12.870126	142.250.199.78	172.30.106.140	UDP	268	443 → 50547 Len=226

> Frame 6673: 69 bytes on wire (552 bits), 68 bytes captured (544 bits) on interface en0  
> Ethernet II, Src: Cisco\_03:b4:df (40:b5:00:03:b4:df), Dst: 08:00:27:8a:94:db (08:00:27:8a:94:db)  
> Internet Protocol Version 4, Src: 142.250.199.78, Dst: 172.30.106.140  
> User Datagram Protocol, Src Port: 443, Dst Port: 50547  
Data (27 bytes)  
Data: 59af4a27288a94db0f4dcaf3da43507f  
[Length: 27]

Data (data.data), 27 bytes

Packets: 6681 · Displayed: 5786 (86.6%) · Dropped: 0 (0.0%) · Profile: Default

## Do Netflix and YouTube use TCP or UDP?

Ad by Sematext Cloud

**Remove guesswork from your monitoring practice.**

Can you look across your entire stack to resolve issues before customers notice? Some teams can.

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 Sage · AI bot BETA

Both Netflix and YouTube use a combination of TCP and UDP. TCP (Transmission Control Protocol) is a reliable and connection-oriented protocol that guarantees that

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**Jean-Yves Le Boudec**

Knows French · 2y



Youtube uses QUIC when it works, and uses TCP if QUIC does not work. QUIC is over UDP. It is a replacement for TCP, launched by Google, and implemented in Google client software. QUIC incorporates the functions of TLS (secure sockets) and TCP (reliable streaming), all in one. QUIC works if the client software supports it and if the network middleboxes do not kill the QUIC UDP packets.



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# 비디오 스트리밍 구현

# 첫번째 시도

## Java Spring Framework의 Resource Region 사용

Package `org.springframework.core.io.support`

### Class `ResourceRegion`

`java.lang.Object`

`org.springframework.core.io.support.ResourceRegion`

```
public class ResourceRegion
extends Object
```

Region of a `Resource` implementation, materialized by a `position` within the `Resource` and a byte count for the length of that region.

Since:

4.3

Author:

Arjen Poutsma

### Constructor Summary

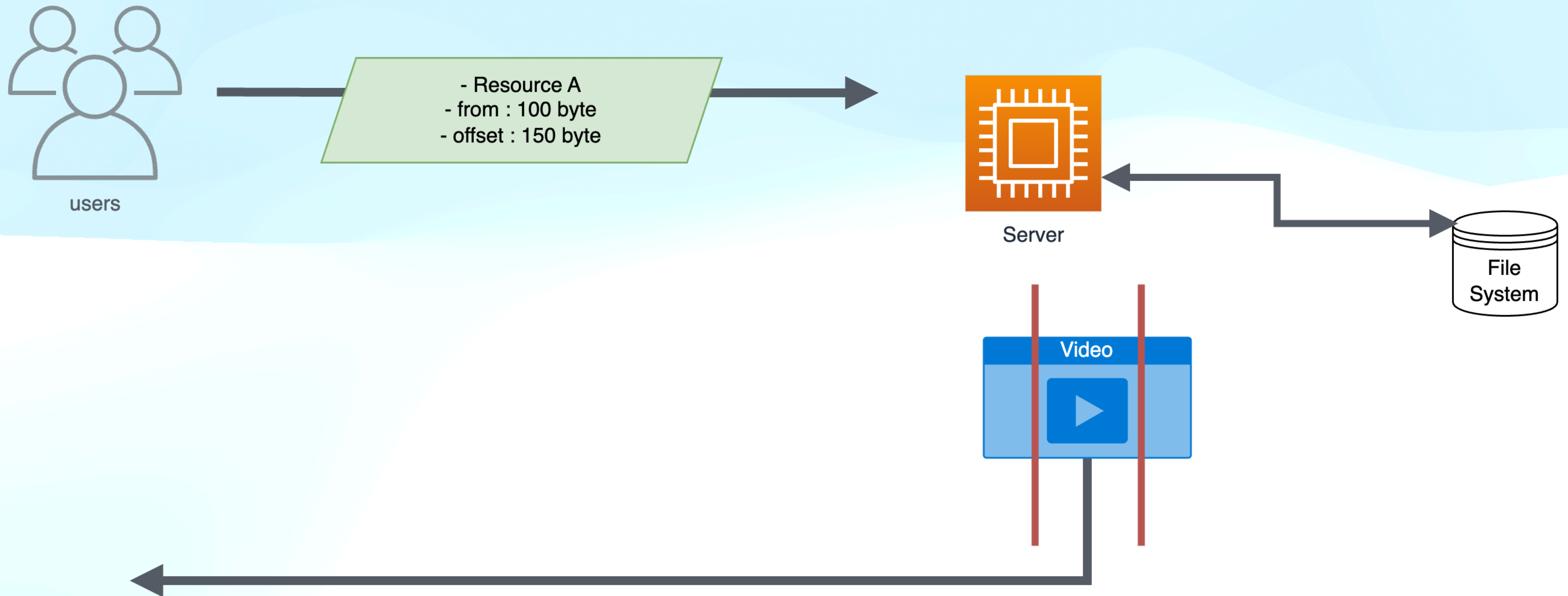
#### Constructors

Constructor	Description
<code>ResourceRegion(Resource resource, long position, long count)</code>	Create a new <code>ResourceRegion</code> from a given <code>Resource</code> .



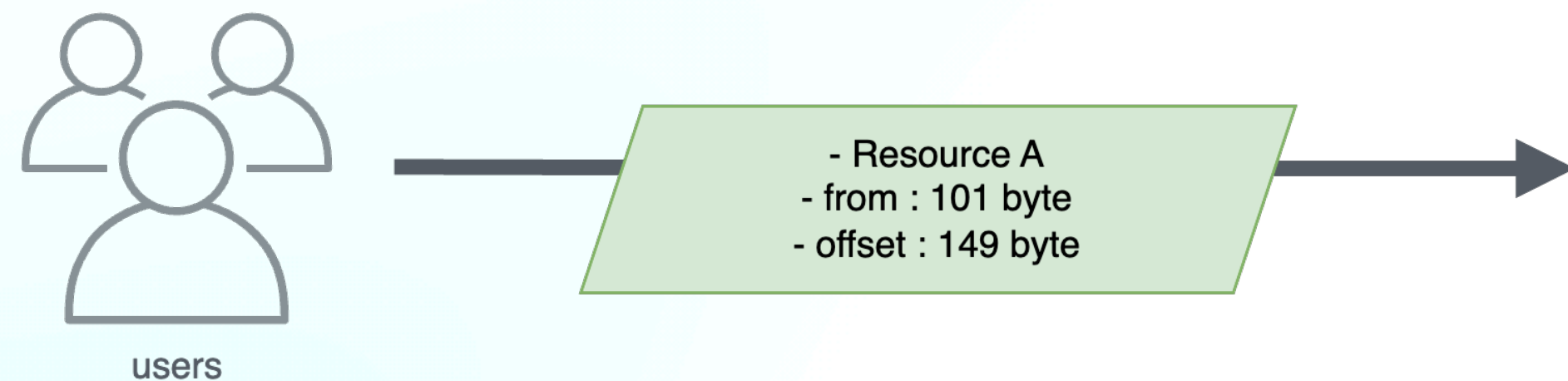
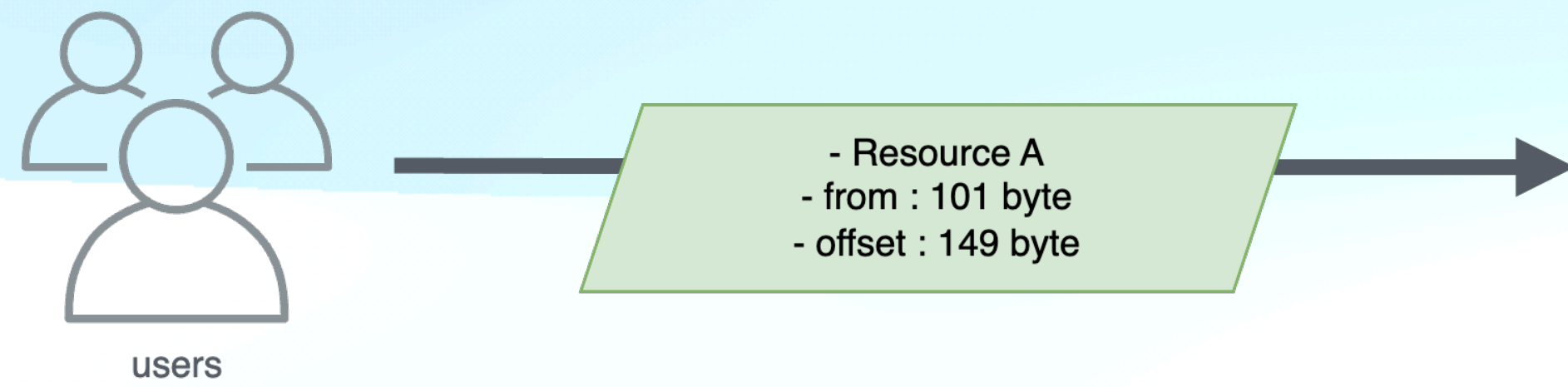
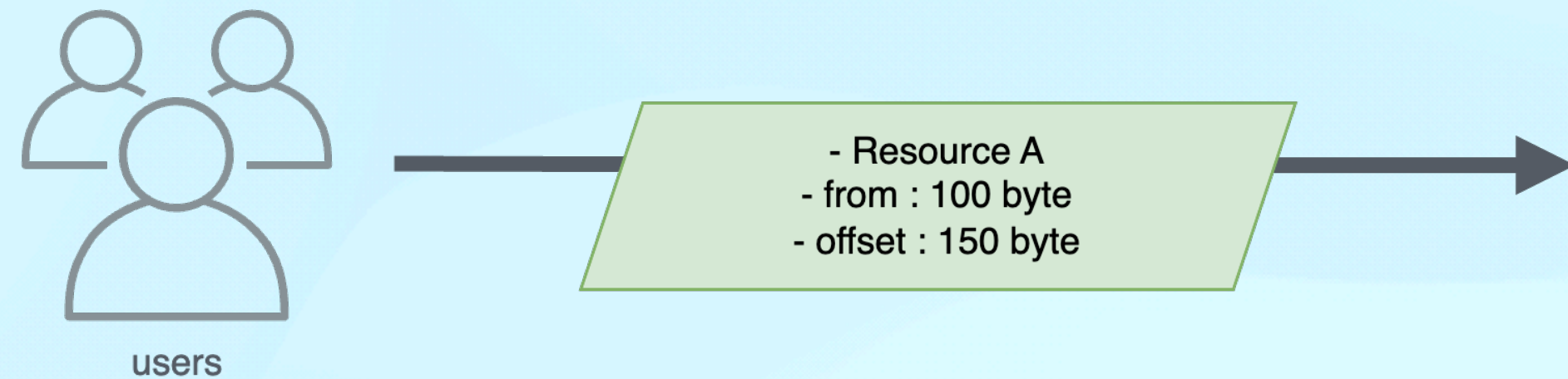
# 첫번째 시도

## Java Spring Framework의 Resource Region 사용



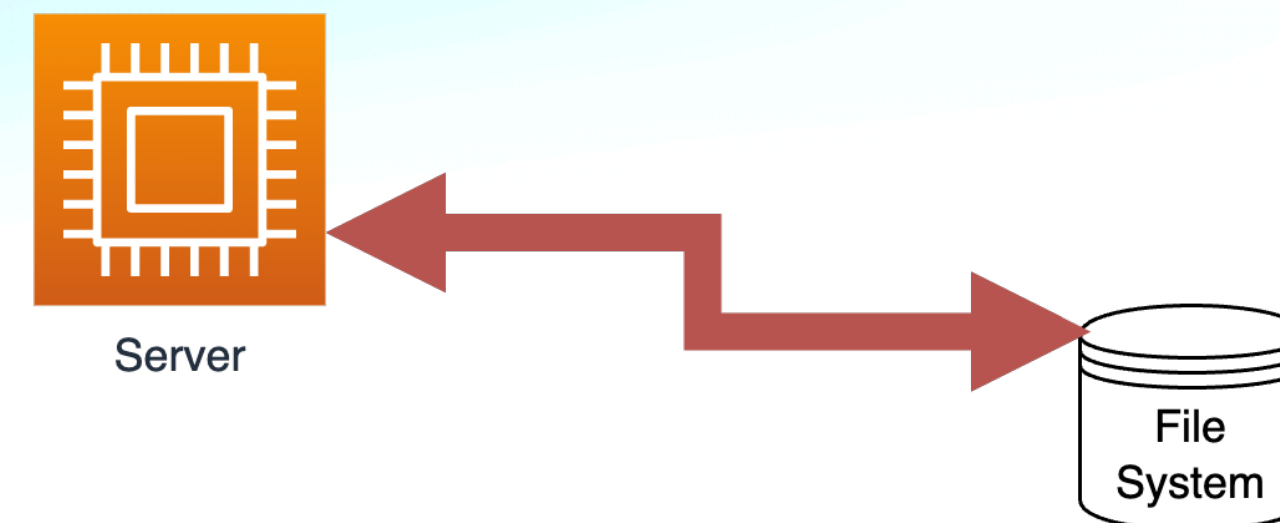
# 첫번째 시도

## Java Spring Framework의 Resource Region 사용



캐싱이 어렵다

파일 시스템을 너무 빈번하게 접근해야한다.

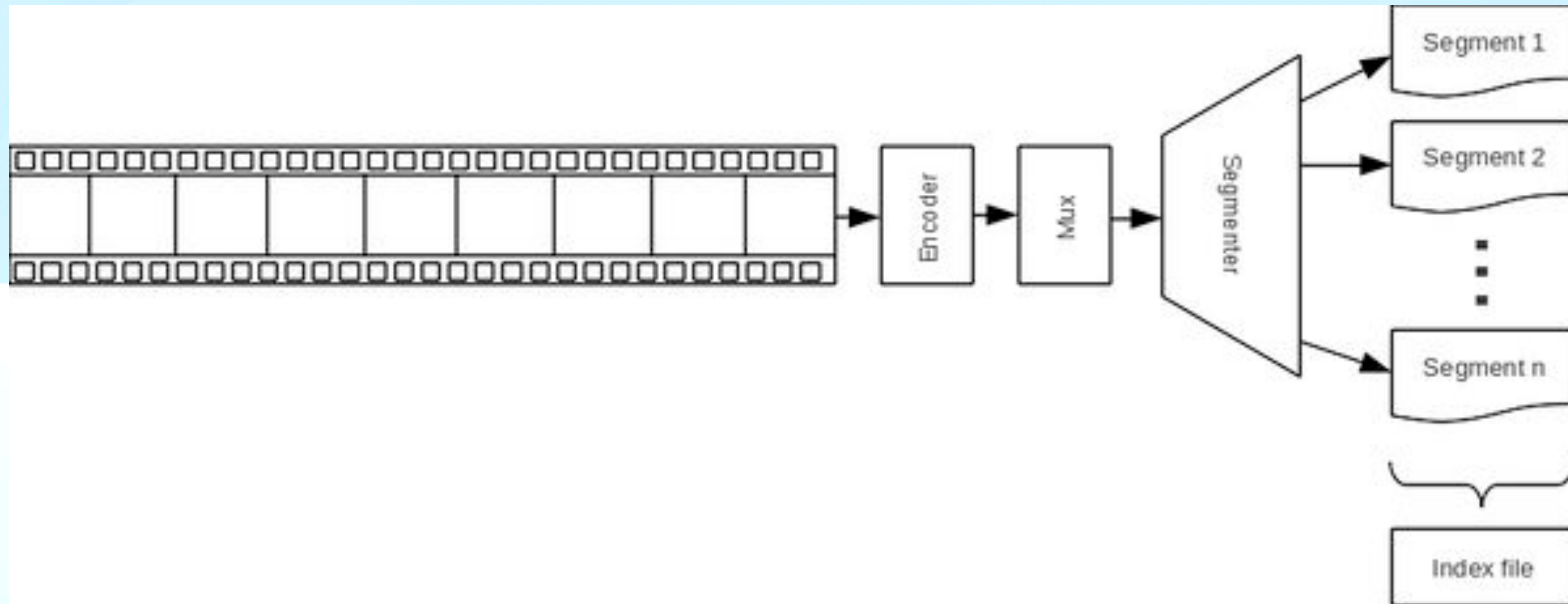


동일한 영상 조각에 대해서도, 매번 수행해야한다.



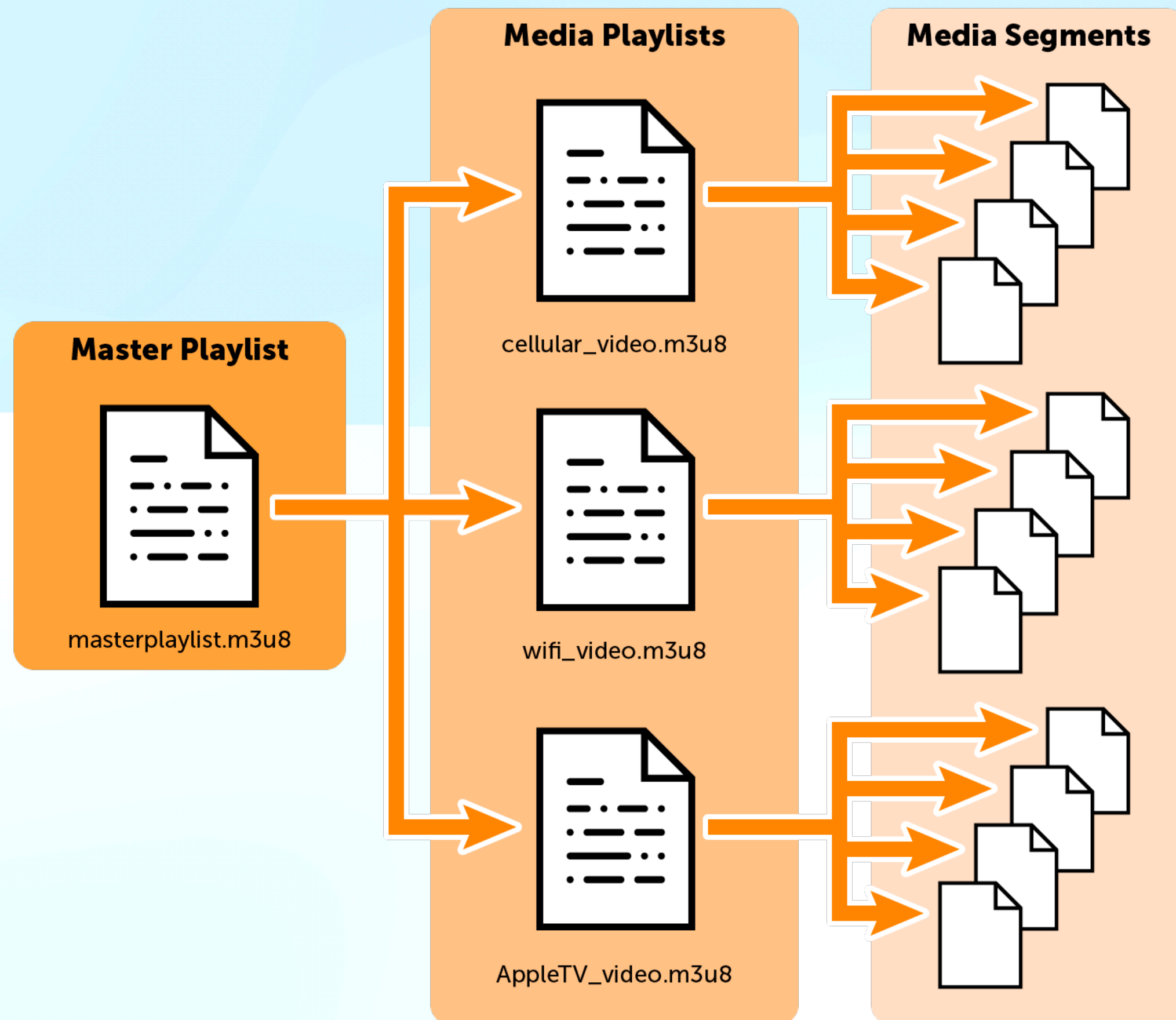
# 스트리밍 성능 개선

## HLS(Http Live Streaming) 프로토콜로 전환



# 스트리밍 성능 개선

## HLS(Http Live Streaming) 프로토콜로 전환

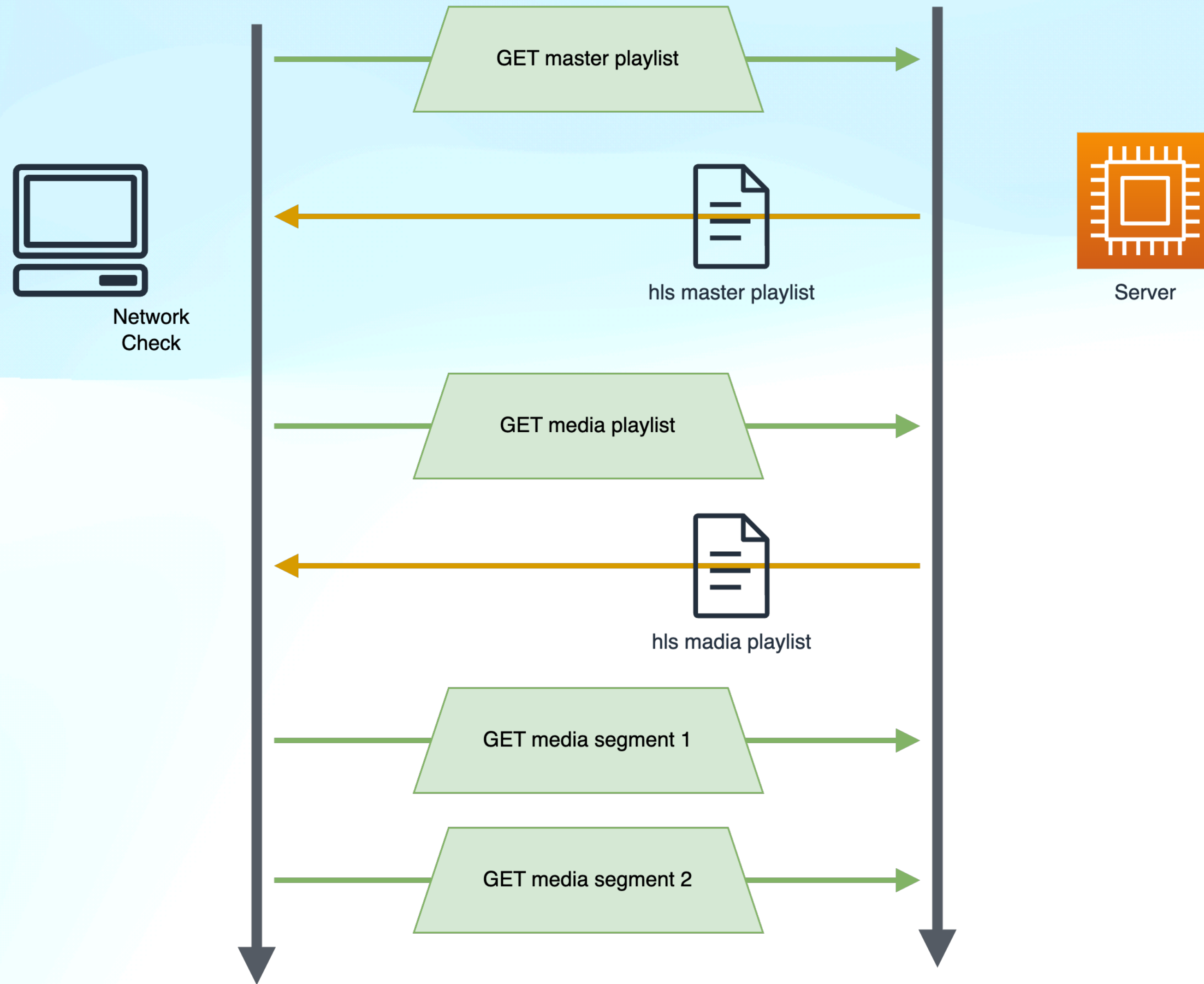


```
#EXTM3U
#EXT-X-PLAYLIST-TYPE:VOD
#EXT-X-TARGETDURATION:10
#EXT-X-VERSION:4
#EXT-X-MEDIA-SEQUENCE:0
#EXTINF:10.0,
http://example.com/movie1/fileSequenceA.ts
#EXTINF:10.0,
http://example.com/movie1/fileSequenceB.ts
#EXTINF:10.0,
http://example.com/movie1/fileSequenceC.ts
#EXTINF:9.0,
http://example.com/movie1/fileSequenceD.ts
#EXT-X-ENDLIST
```



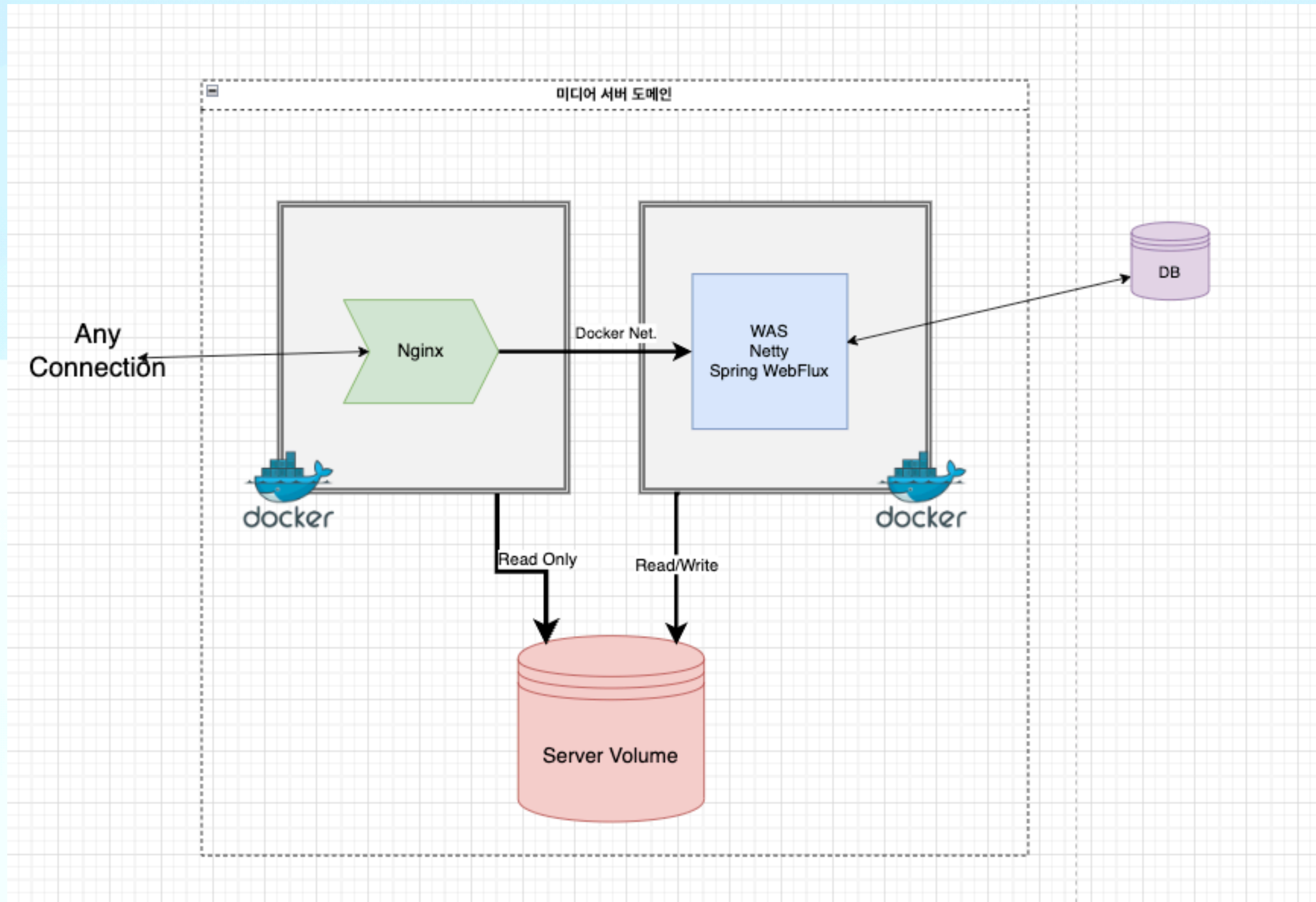
# 스트리밍 성능 개선

## HLS(Http Live Streaming) 프로토콜로 전환



# 스트리밍 성능 개선

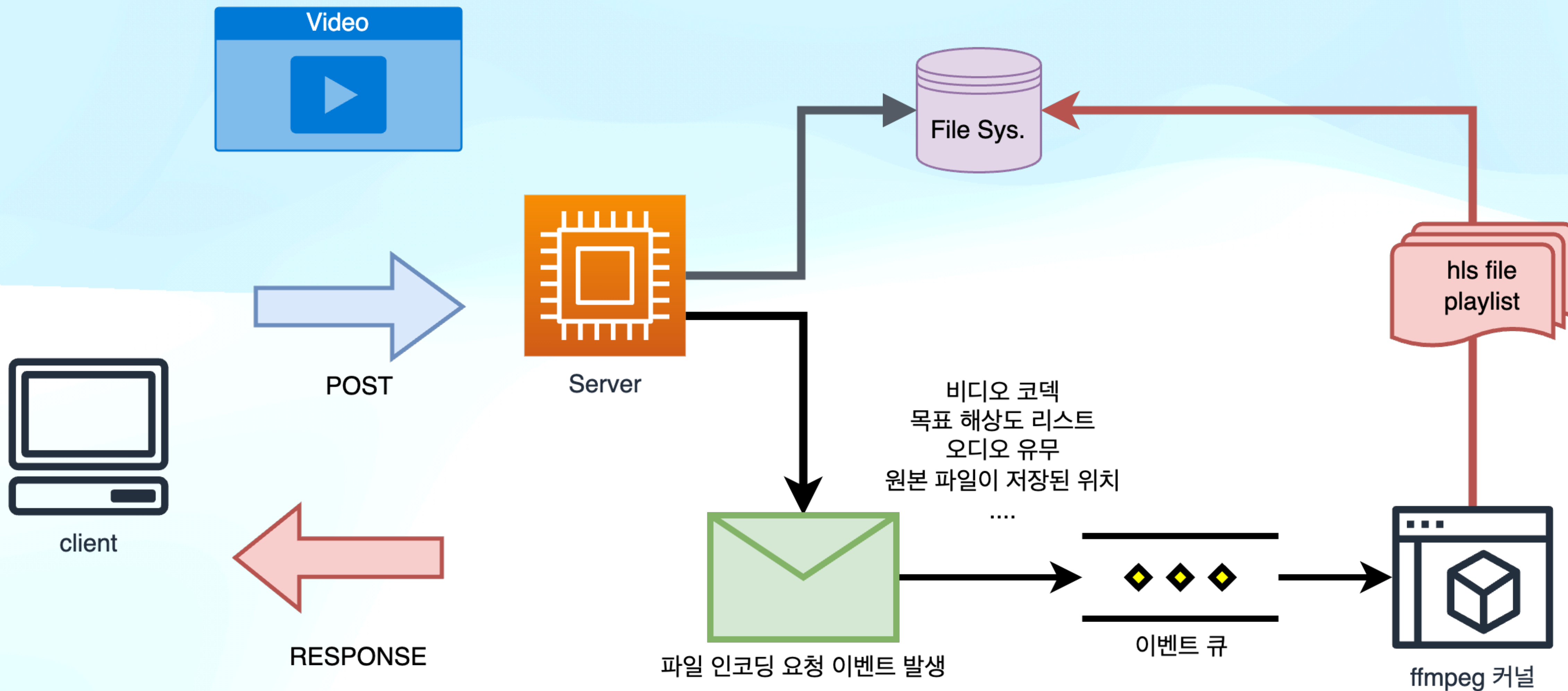
## HLS(Http Live Streaming) 프로토콜로 전환





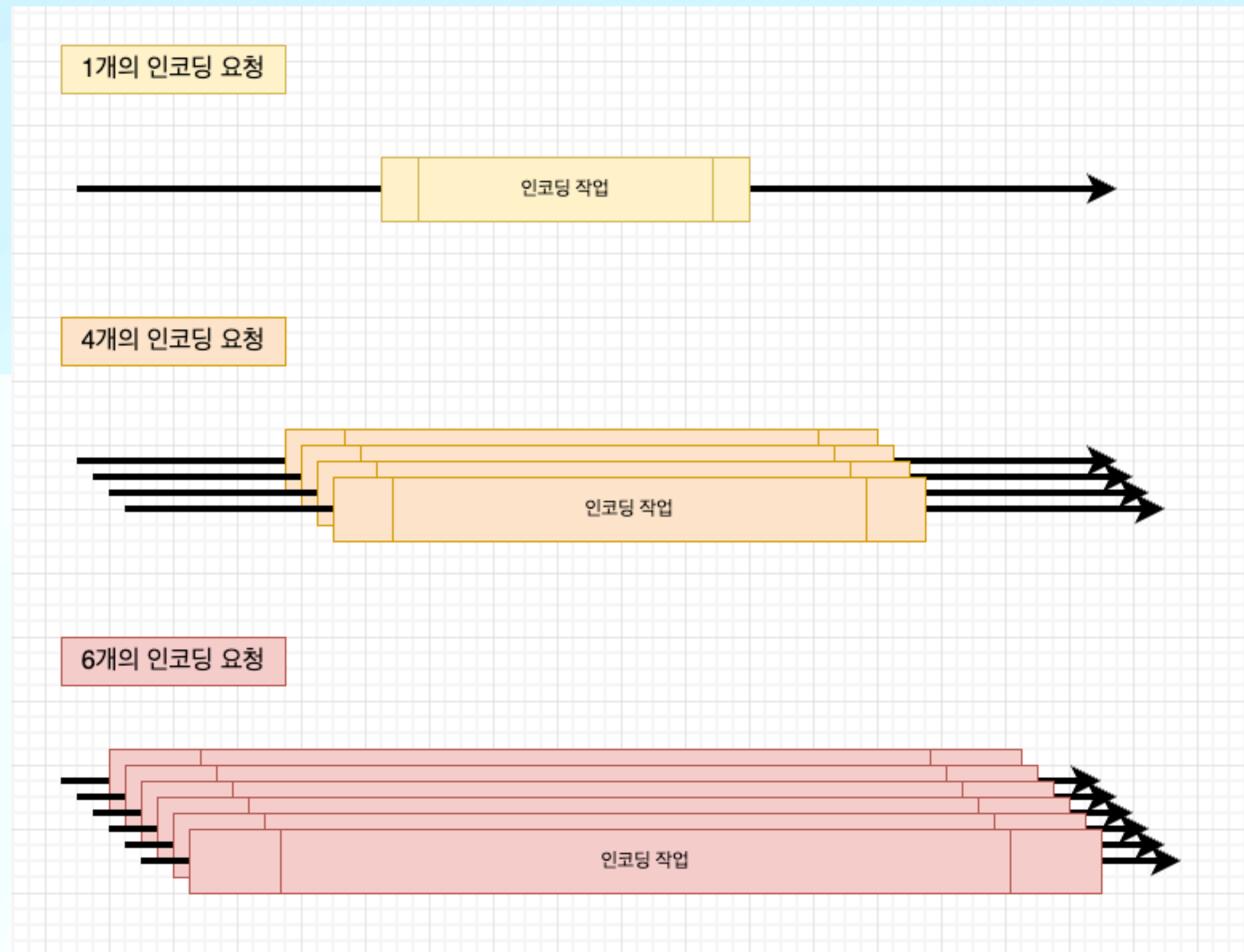
# 업로드 로직

비동기로 인코딩을 하도록 처리



# 업로드 로직

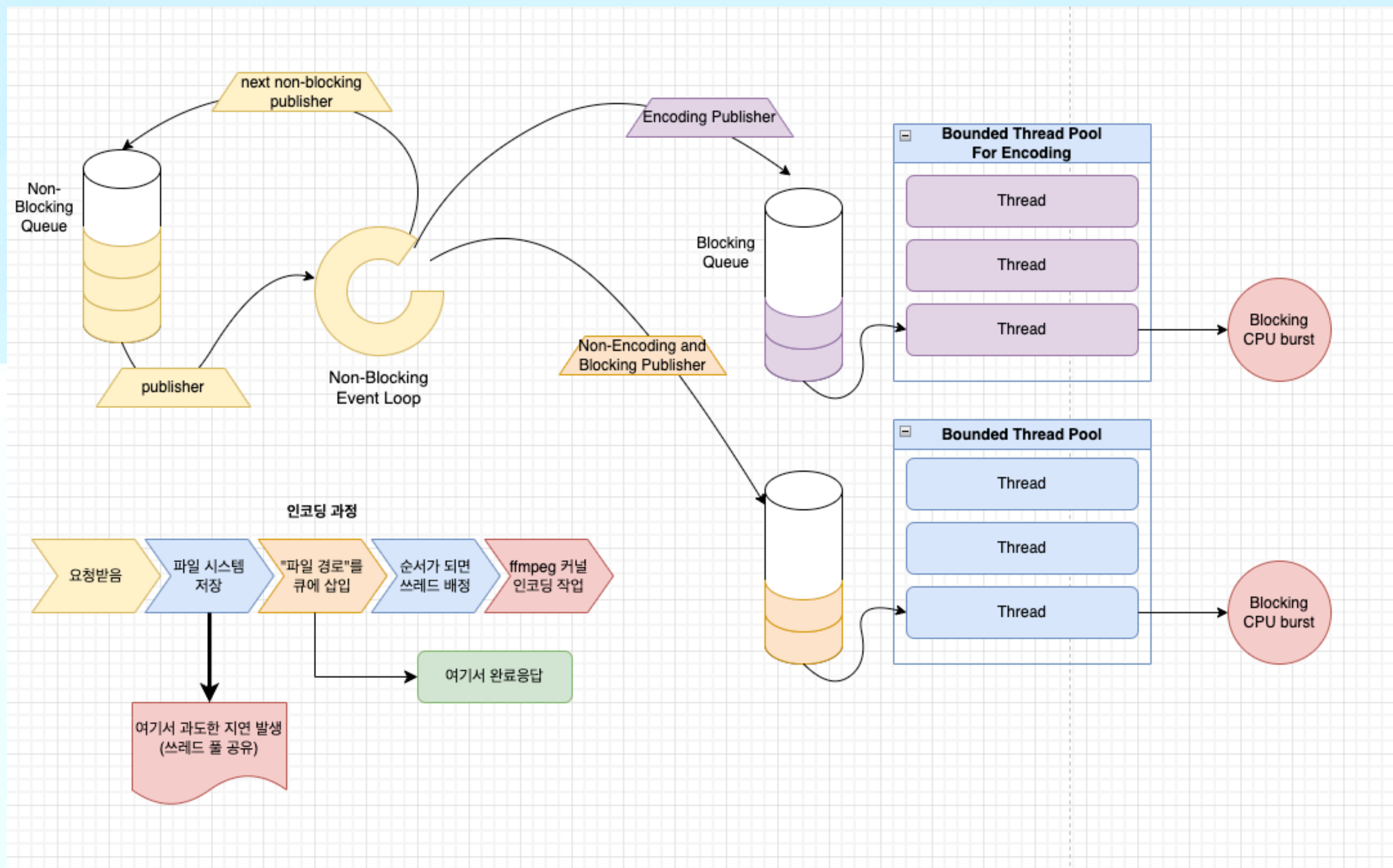
인코딩 커널 프로세스 / 요청 담당 쓰레드를 무작정 늘릴 수 없다





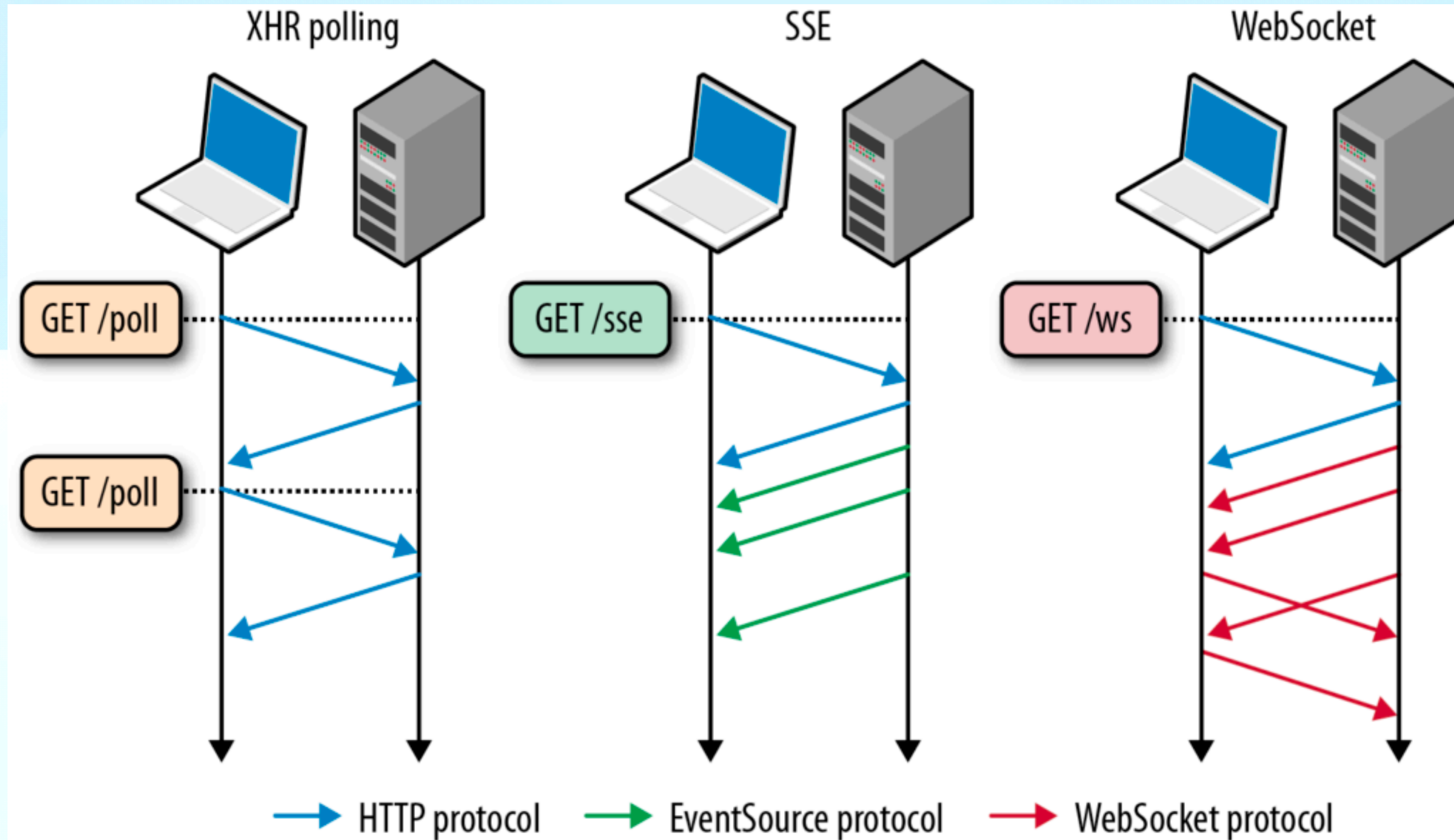
# 업로드 로직

인코딩 커널 프로세스를 무작정 늘릴 수 없다



# 비동기 인코딩의 진행상황을 어떻게 알 수 있을까?

## 네트워크 부분





# 비동기 인코딩의 진행상황을 어떻게 알 수 있을까?

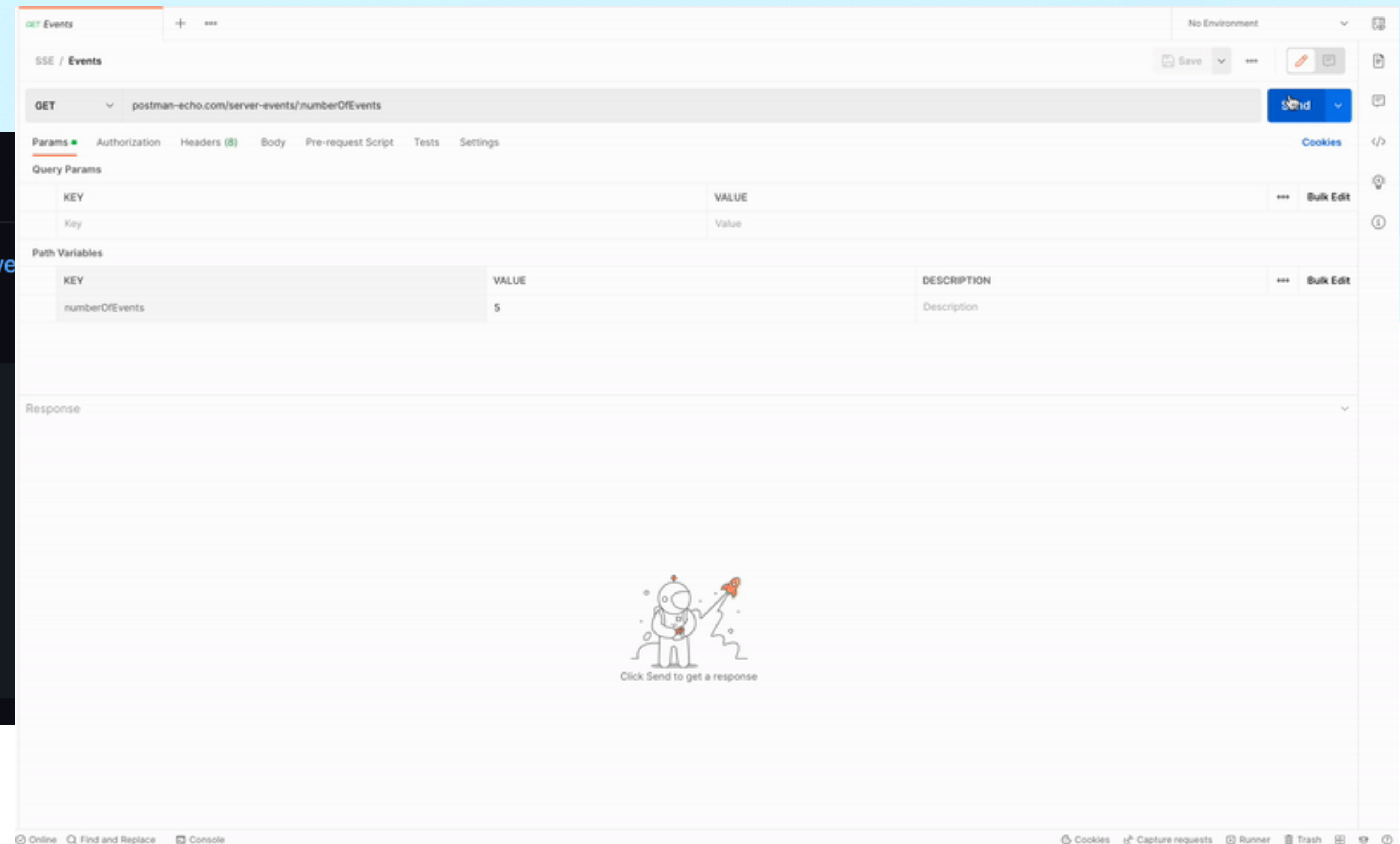
## 네트워크 부분

### GET /media/vods/{videoid}/encoding/statuses

비디오 진행 상황을 SSE로 중계 받는 api ([https://developer.mozilla.org/ko/docs/Web/API/Server-sent\\_events](https://developer.mozilla.org/ko/docs/Web/API/Server-sent_events))

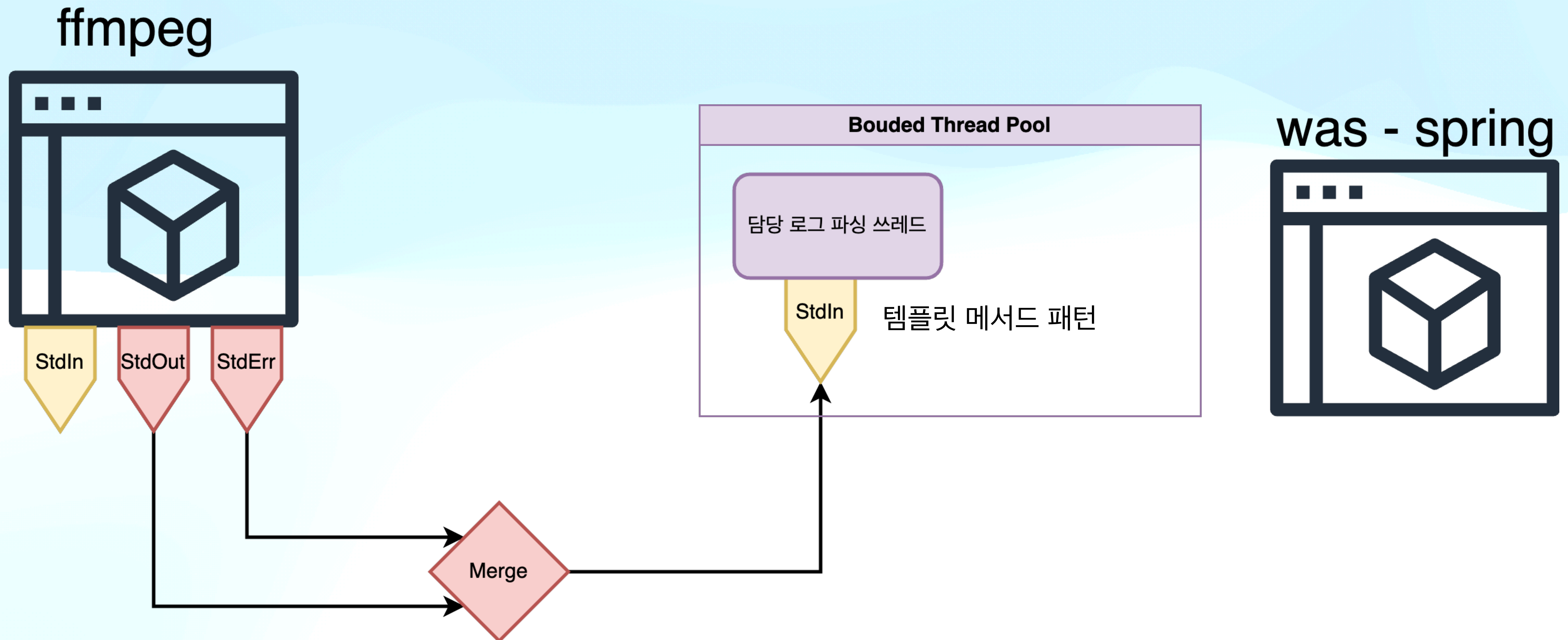
한줄씩 소수점 2자리 float으로 전송됨 (아래는 예시)

```
2.33
12.87
23.75
35.07
46.50
57.71
69.81
81.47
93.34
100.00
```



# 비동기 인코딩의 진행상황을 어떻게 알 수 있을까?

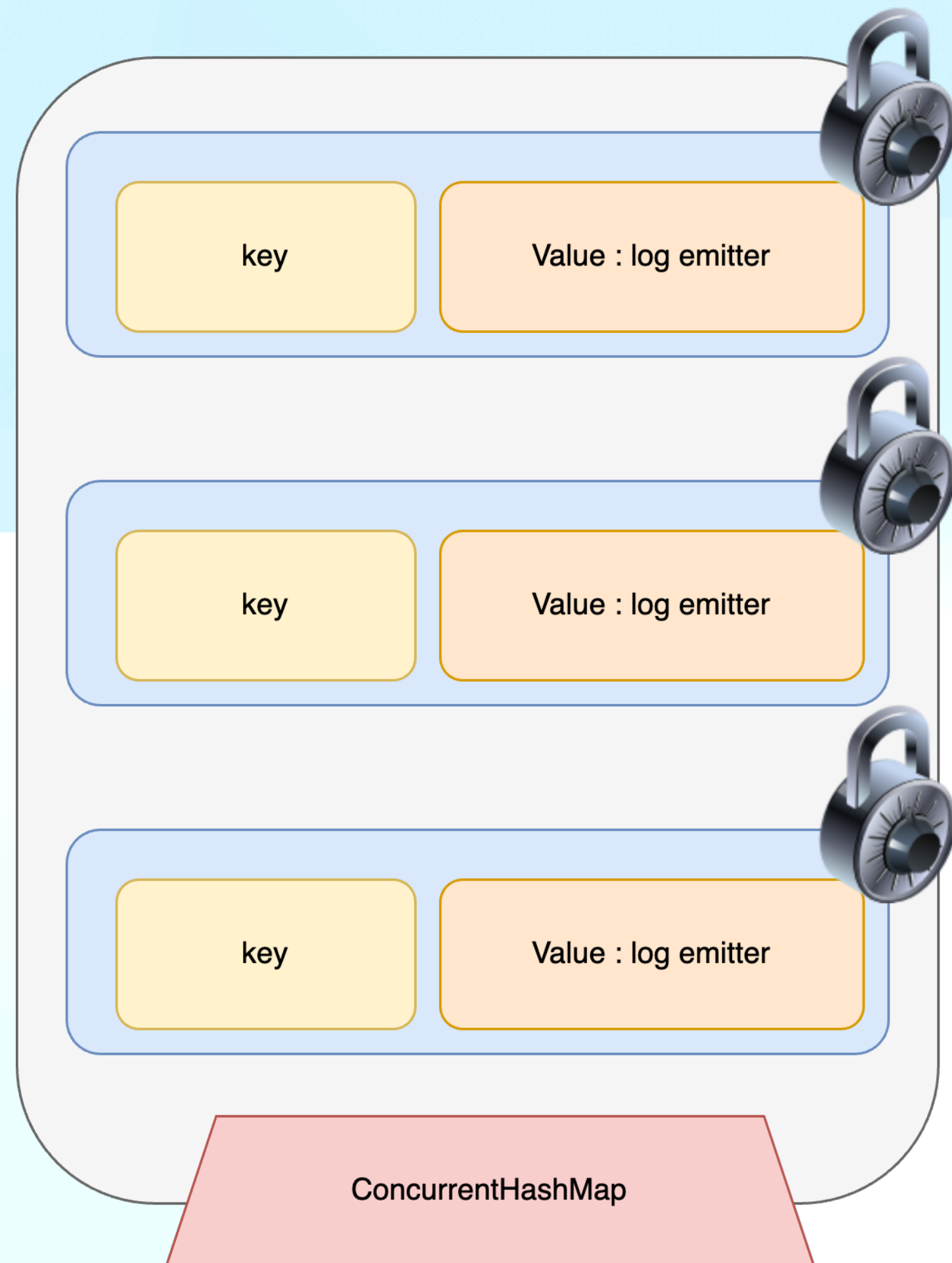
인코딩 프로세스 - 서버 프로세스간 연결





# 비동기 인코딩의 진행상황을 어떻게 알 수 있을까?

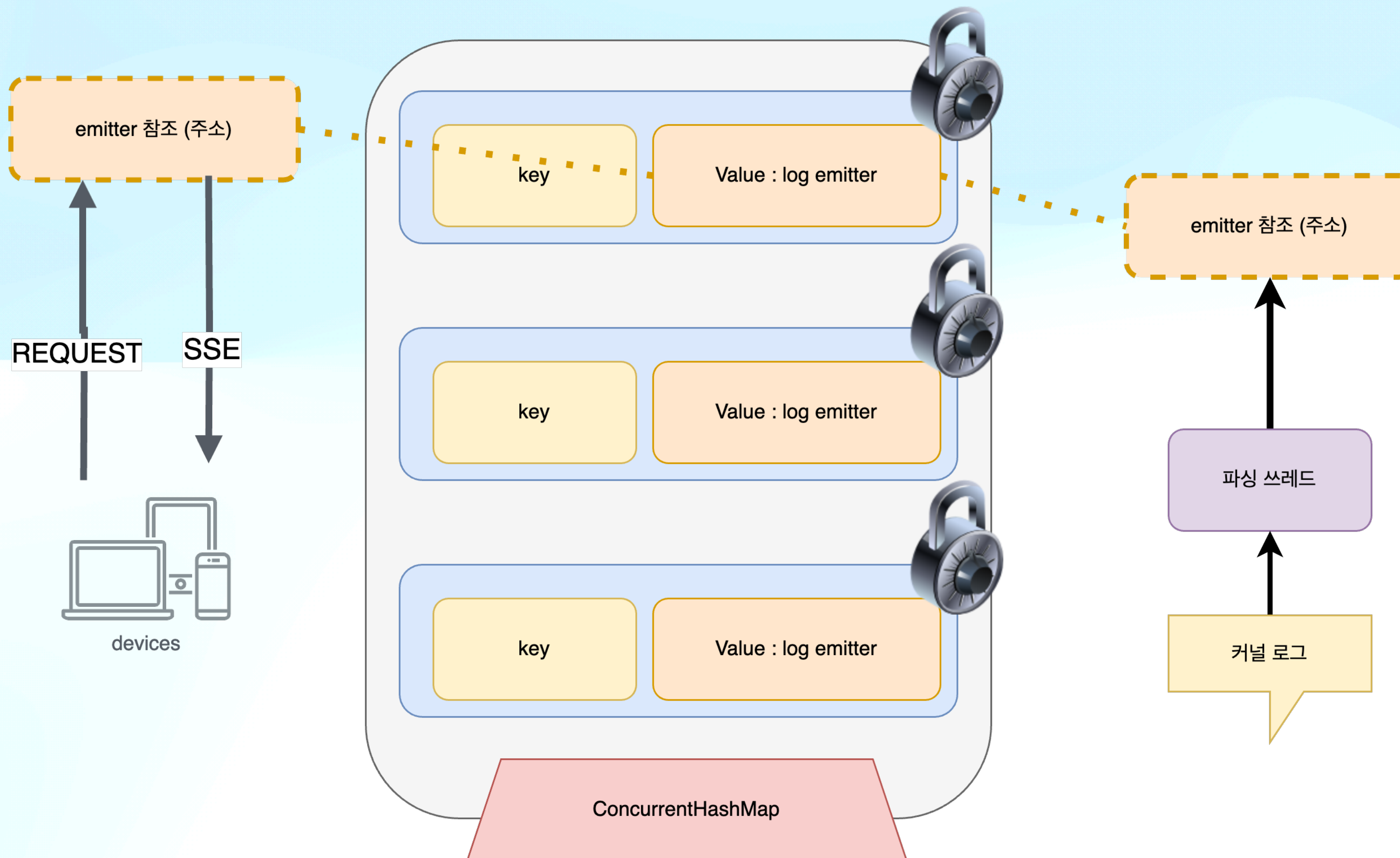
## 진행 상황 중계 API



```
public class EncodingEvent<T> {  
    public enum Status {  
        READY, RUNNING, COMPLETE, ERROR  
    };  
    private final Sinks.Many<T> sink;  
    private volatile Status status;  
  
    //예외시 실행할 폴백  
    private final Runnable failureHandler;  
    private final Runnable completionHandler;  
  
    public EncodingEvent(Sinks.Many<T> sink, Runnable failureHandler, Runnable completionHandler) {  
        this.sink = sink;  
        this.status = Status.READY;  
        this.failureHandler = failureHandler;  
        this.completionHandler = completionHandler;  
    }  
  
    public EncodingEvent(Sinks.Many<T> sink) {  
        this.sink = sink;  
        this.status = Status.READY;  
        this.failureHandler = () -> {};  
        this.completionHandler = () -> {};  
    }  
  
    public Flux<T> getFlux(){  
        return sink.asFlux();  
    }  
    public Status getStatus() {  
        return status;  
    }  
  
    public void reportRunning(){
```

# 비동기 인코딩의 진행상황을 어떻게 알 수 있을까?

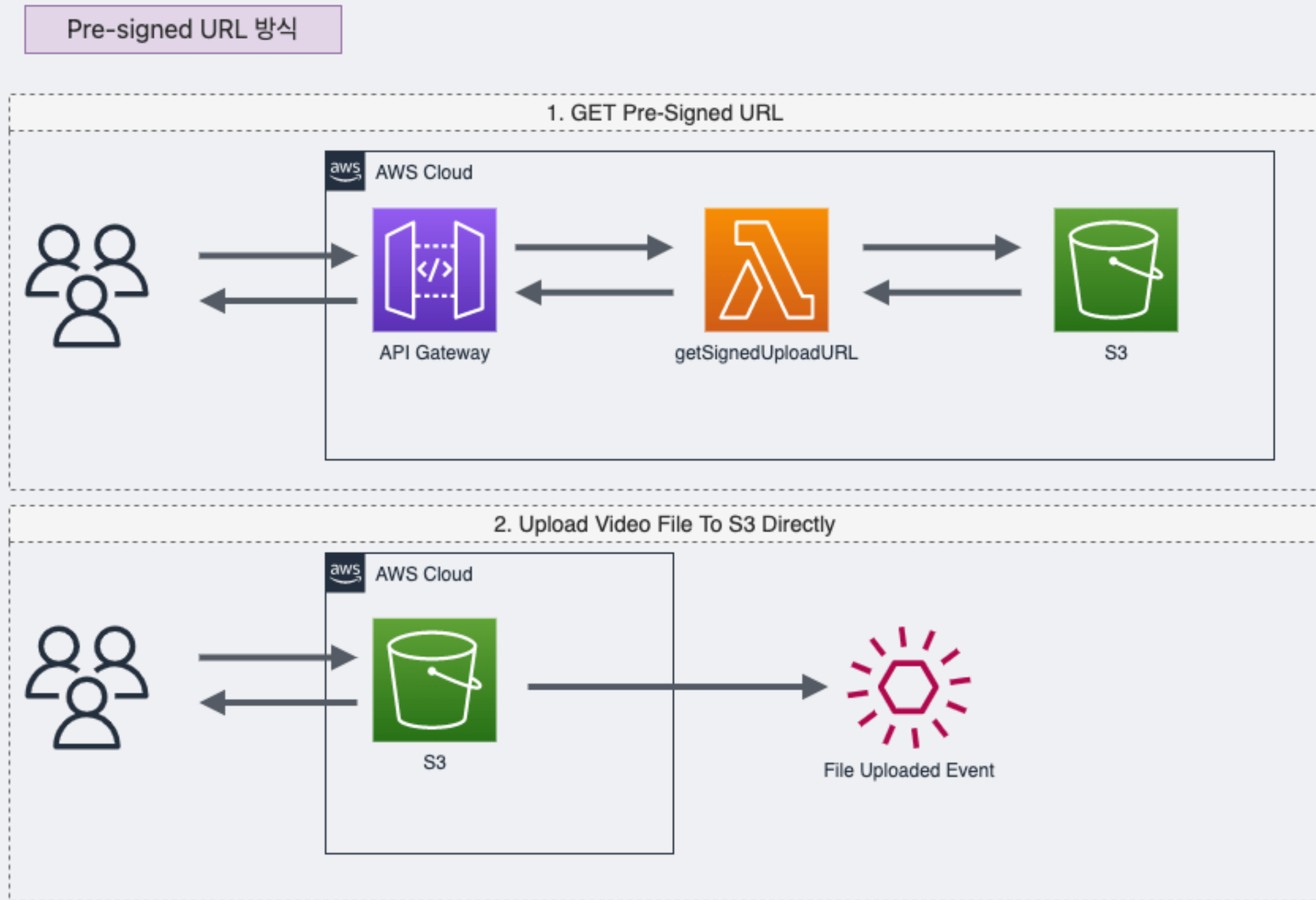
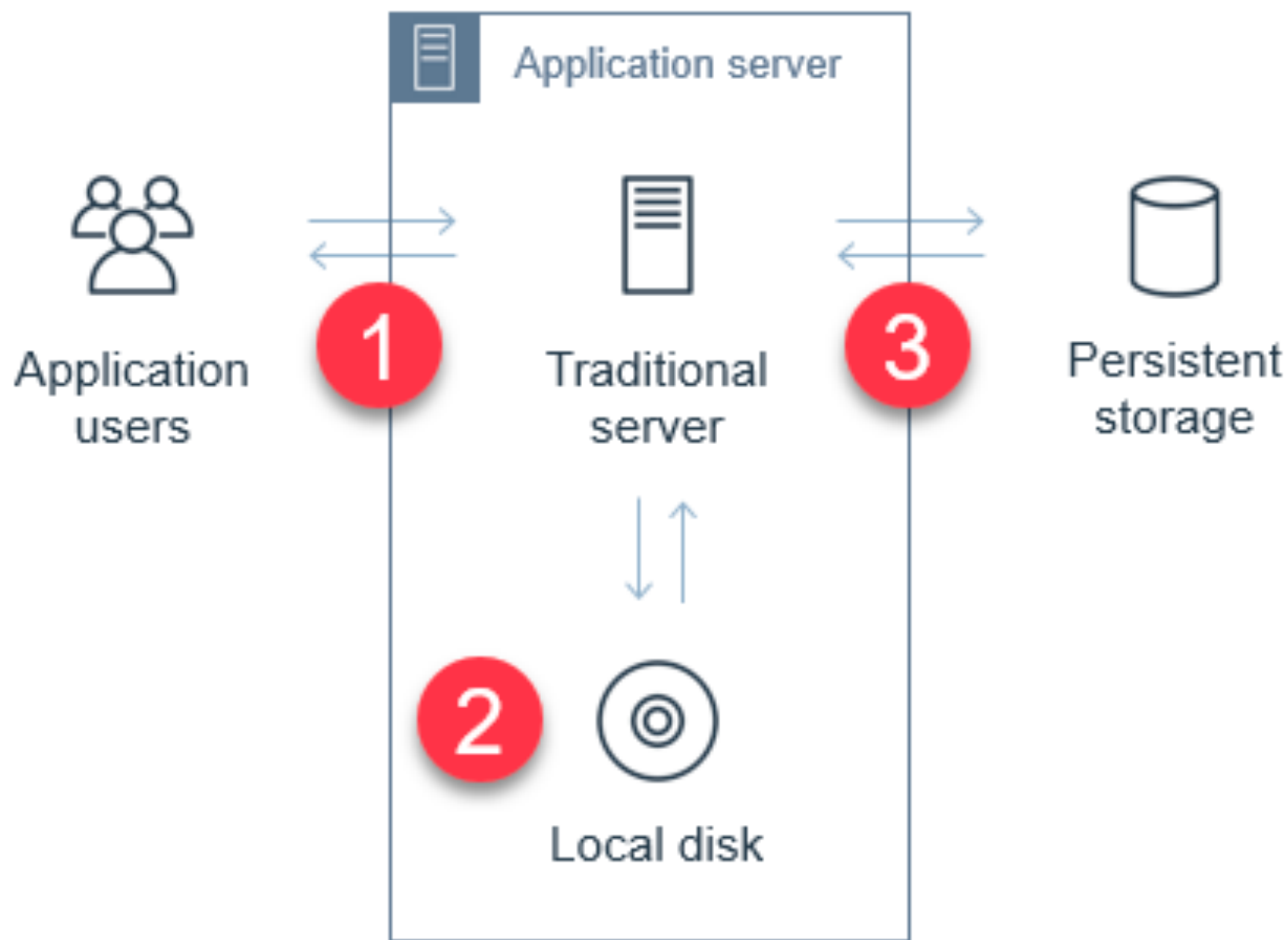
## 진행 상황 중계 API





추후 개선/공부 방향

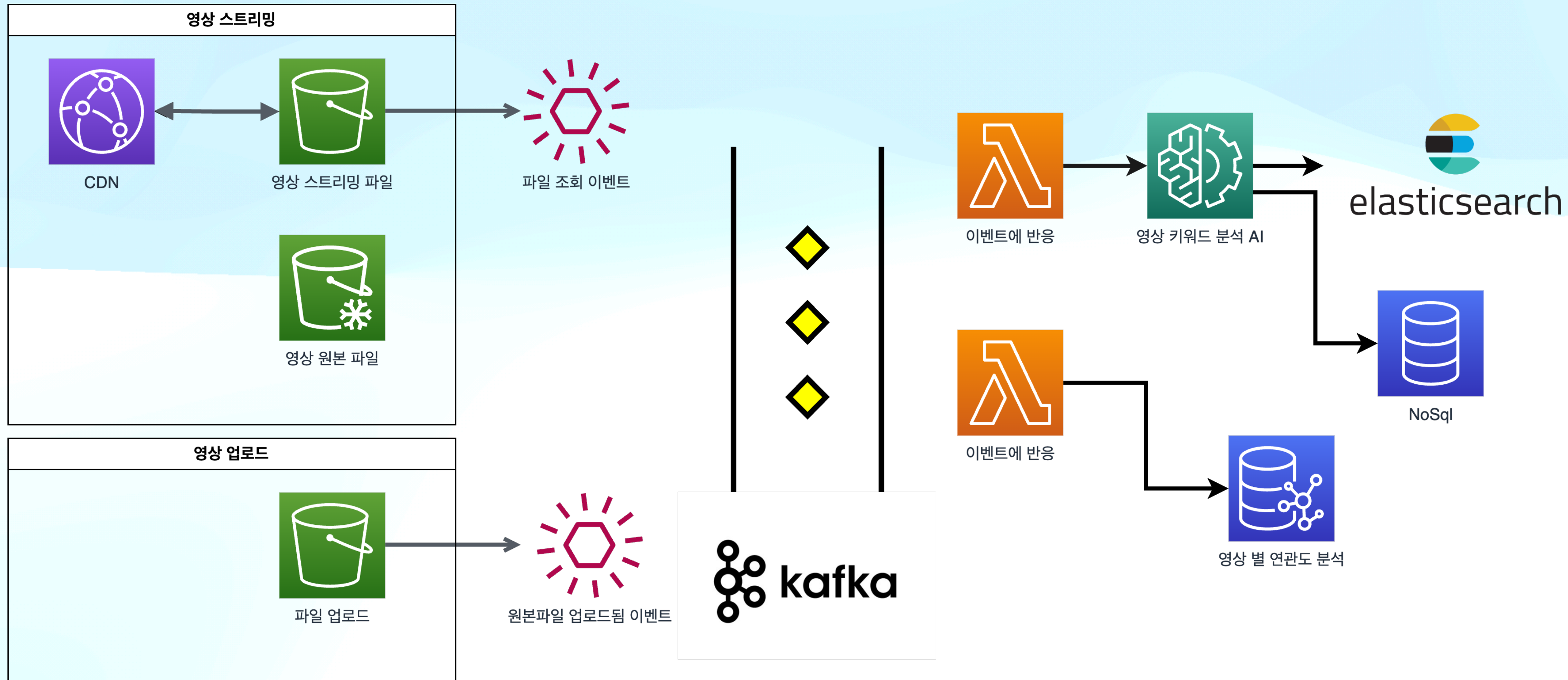
# 동영상 업로드 개선

[illegible]



# 추후 개선 예정 사항

## 동영상 업로드 개선



“감사합니다”